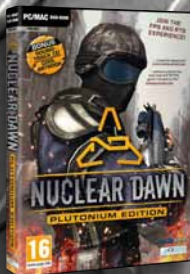


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USER MANUAL

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HADES-CLASS TACTICAL FIGHTER INSTRUCTIONAL MANUAL

Commander:

The UCS HADES-class tactical fighter is the most versatile and deadly combat vehicle ever constructed. Though we have no indications of hostile alien civilizations in the distant sectors we prepare to depart for, it goes without saying that we must be prepared for the worst.

And prepared you will be. The HADES represents the combined design talents and engineering resources of the entire Sol system. The HADES is designed to handle as gracefully as the legendary F-15 Eagle, pack as devastating a punch as the vaunted B-2 bomber, and provide cutting-edge telemetry, targeting and AI guidance systems to its pilot like nothing else before it.

This manual will cover the basic operational parameters of the HADES platform. Additional information may be retrieved from the onboard Central AI link at any time.

Good luck.

"Usque Ad Ultimam Spiritum"

December 11, 2493

SYSTEM REQUIREMENTS

Operating Systems:

Windows XP (SP3), Windows Vista (SP2), or Windows 7

Minimum System Requirements:

CPU: 1.8Ghz Intel Core 2 Duo AMD Athlon X2, or equivalent

RAM: 2.0GB

Hard Disk Space: 4 GB available

Video Card: DirectX 9.0c compatible, 256 MB of VRAM; (NVIDIA GeForce 7600 GS, ATI Radeon HD 2400 Pro 256 MB)

Sound: DirectX 9.0c compatible, 16-bit

Recommended System Requirements:

CPU: 2.0Ghz Quad Core

RAM: 4.0GB

Video Card: DirectX 9.0c compatible, 512MB of VRAM; NVIDIA (GeForce GTX260 / ATI Radeon 4870)

BASIC FLIGHT CONTROLS

The HADES-class fighter operates on a traditional pitch-roll-yaw flight model that can be adapted to a variety of input devices to suit the pilot's preference.

The fighter can also utilize its momentum to "slide" in one direction while maintaining its targeting heading in another.

To select your input device, enter the Options screen (either from the Main Menu, or by pausing the game at any time by hitting ESCAPE), and then select 'Key Mapping'.

Select your desired input device from the listbox labeled "SELECTED PRIMARY GAME INPUT".

MOUSE & KEYBOARD

Designed to leverage the skills of the late 21st-century MMO gold farming industry, this control scheme utilizes a mouse's X-Y movement to control the Pitch and Yaw of the fighter, and the fighter can be made to enter a Roll by pressing keys of the pilot's choosing. (Default is Q and E)

Sliding is accomplished in this mode by holding the Right Mouse button and moving the mouse in the direction you wish to drift.

Normal momentum will be resumed on your current heading once you release the Slide button.

Thrust control in this mode defaults to the mouse wheel.

The Rechargeable Afterburner Drive (RAD) can be activated by holding SHIFT.

Weapons controls in this mode default as follows:

Gatling Guns: Left Mouse

Missiles: 'W'

MAG Cannon: 'A'

GAMEPAD

This control scheme was adapted from archaic console gaming input devices of the 21st century and utilizes a "dual stick" solution: Pitch and Yaw on the left stick, Roll on the right.



Slide control is enabled by holding the Left Trigger and moving the Left Stick in the direction you wish to slide.

Thrust control in this mode defaults to the D-Pad up/down.

The Rechargeable Afterburner Drive (RAD) can be activated with the Left Shoulder.

Weapons controls in this mode default as follows:

Gatling Guns: Right Trigger

Missiles: Right Shoulder

MAG Cannon: 'Y' Button

JOYSTICK

The purist's control scheme, it follows the tradition of 20th century military aircraft, with Pitch and Yaw on the main stick and Roll engaged typically by twisting the stick on its axis.

Slide control in this mode is enabled by a secondary button (default is Joystick Button 8).

Thrust control in this mode defaults to the throttle control.

The Rechargeable Afterburner Drive (RAD) can be activated using a secondary button (default is Joystick Button 7).

Weapons controls in this mode default as follows:

Gatling Guns: Joystick Button 1 (typically trigger)

Missiles: Joystick Button 2

MAG Cannon: Joystick Button 3

INPUT REMAPPING

Note that all controls are individually configurable, even down to joystick axes. Simply select the control you wish to remap, select the desired input, and press "Apply" to save your changes.

(Note: you must still use the mouse to navigate menu screens even if you select a different primary input device.)

OTHER CONTROL SETTINGS

Auto-Reorientation: this option automatically re-oriens your fighter to a default horizontal flight orientation a few seconds after you end any Roll maneuver.

Force Feedback: if enabled, you will receive tactile feedback in your control device when damage is received or weapons are fired.

Analog Sensitivity: used to adjust the sensitivity of analog controls (gamepad sticks, triggers and joysticks)

Analog Deadzone: used to adjust the size of the “dead zone” on analog controls, which prevents twitching and unintentional movement.

ARMAMENTS & COMBAT

The HADES class fighter contains several weapons platforms, each designed to give the pilot the edge on a particular class of enemy.



TARGETING COMPUTER

It is important to designate an active target when engaging enemies. Doing so allows the targeting system to missile lock, as well as provide lead indication for guns and status information about the target including hull integrity and distance to you.

To target any ship, line up the reticule with the targeting triangle and press the “Target Reticule” button (defaults to SPACE BAR, “A” button, or secondary button depending on control scheme).

You can also cycle through friendlies and enemies using Cycle Closest/Farthest commands (mapped individually on the Control Settings screen).

YOUR ARSENAL

Dual Gatling Guns: these cannons are the bread and butter of your arsenal and the preferred weapon of choice against fighters, and other fast moving targets. They have a very fast refire rate, do not deplete, and have a range of roughly 5km.

Missiles: these miniaturized warheads pack a major punch and can be fired in “fire and forget” mode by tapping the missile fire button or locked onto a target by holding down the missile fire button until the lock sound is engaged, then releasing to fire. Missiles do deplete, but can be reloaded by docking with your designated Capital Ship (when available).

MAG Cannon: this prototype mass driver sends a massive pulse of electromagnetically charged debris at your target. It is slow moving and has an

extremely slow refire rate, but does immense damage, particularly to capital ships. Press the Mag Cannon button to fire.

WEAPON SYSTEM OVERHEATING

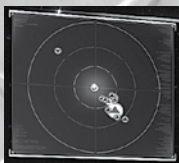
Both your guns and MAG cannon will raise the heat levels of your weapons systems as they are used; the MAG cannon spikes quickly and cools off slowly, whereas the guns slowly build up heat from prolonged firing. The overheat meter on the right of the HUD will start to rise as you fire your weapons; if you overheat, you must wait a moment for your system to cool off before you can fire again. Start to rise as you fire your weapons; if you overheat, you must wait a moment for your system to cool off before you can fire again.

HEADS UP DISPLAY

Your HUD provides critical information to help you complete your mission safely. Learn to know its functions and you will reap the rewards.

CAPITAL SHIP CENTRAL AI LINK

Your fighter's computer maintains an active link with your assigned capital ship whenever it is in range. This allows the capital ship's Central AI to provide assistance, provide objectives and waypoints, and assist in your mission.



RADAR

The active tracking radar display shows all ships in your vicinity represented by colored dots:

- **RED dots** represent enemies.
- **GREEN dots** represent friendlies.
- **ORANGE dots** represent projectiles such as missiles.

The larger the dot, the larger the ship. Additionally, ships above or below you will be designated with a up/down arrow.



CENTRAL DISPLAY & TARGETING RETICULE

This area provides information about your current speed, the level of thrusters left in your RAD drive, missiles remaining, and your weapons system heat level. In the center of this display is your targeting reticule; pressing the target button when you have lined this reticule up with any ship's targeting triangle will select that ship as the current target.



LEAD INDICATOR

When you get close enough to a targeted ship to hit with your guns, a circle will appear near its targeting triangle. This is a realtime calculation of where to aim to hit the target based on its current velocity and heading.



ACTIVE TARGET PANEL

This area displays information on the currently selected target. Friendly ships are displayed in GREEN; enemies in RED. Health is shown at the top, and whatever it is currently targeting is displayed at the bottom.

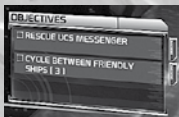
OFFSCREEN INDICATOR

Indicates the relative location and distance of the currently targeted ship if it is not within your forward view. Use this to track down enemy fighters easily.



Hull Integrity Display

This display informs you of your current hull integrity. When taking damage, this display will flash and the approximate remaining hull percentage will update. To repair damage, dock with your designated Capital Ship when available.



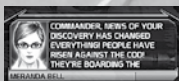
Objectives Panel

Your current objectives are displayed here. Objectives will disappear when completed or when they are no longer able to be completed.



Allied Health Display

This display displays the health of important allied ships, such as your capital ship and transport vessels you are assigned to protect.



Comms Panel

When communicating with your capital ship AI or a third party, the Comms Panel will appear with a transcription of the conversation.



TORCHLIGHT SCANNER

An experimental program that can be triggered by your Central AI, Torchlight allows HADES pilots to target communication modules (typically on an enemy capital ship) and hack into them to gain a tactical advantage.



From time to time, your Central AI may notify you about vulnerable transmission nodes that you can exploit. To hack in, target the node the same way you would any ship. Then watch the decryption sequence and remember the elements of the code and the order in which they appeared.

Select the proper access code, and you will have access to some functions of the targeted ship's operating system.

Unsuccessful hacks will cause the security protocols to tighten, requiring longer codes to be entered more quickly.

Note that targeting an enemy while in hacking mode will cause the transmission to be lost.

DOCKING WITH YOUR CAP SHIP

At any time during a mission, you may Dock your designated Capital Ship to restock your missiles and repair hull damage.

To Dock, simply fly into the hangar. However, most pilots consider Docking a safety net, and each Dock will lower the mission score earned in post-mission debriefings.



AUTOMATED ESCAPE POD

When your hull integrity reaches critical levels, your Central AI will warn you to return for repairs. As a failsafe mechanism, your HADES is outfitted with an Automated Escape Pod (AEP).





If you disregard the AI warning and sustain fatal damage HADES, the cockpit will automatically Eject from the fuselage and return to your designated Capital Ship for refitting into a new HADES. Each time you Eject, however, your mission rating will be lowered. Ejecting is considered even less honorable than Docking.

Note that if your designated Capital Ship is outside of communications range, the Eject Sequence cannot be triggered and sustaining extensive damage can lead to pilot death.

MISSION FAILURE

As your ultimate mission is to locate a new home for mankind and to transport as many willing evacuees as possible to this new haven, you have been granted extraordinary latitude and operational flexibility.

The only way your mission will be deemed a failure is if you are killed in action, or your Capital Ship is destroyed in battle. Systems such as the Automated Escape Pod (AEP) built into the HADES are designed to minimize the chances of this occurring, but mind your hull integrity and do not take unnecessary risks. The future of mankind depends on it.

POST-MISSION DEBRIEFINGS

At the conclusion of a successful mission, you will be debriefed on your performance and ranked based on said performance. Your score will be determined based on:

- **Enemy ships destroyed** (bigger, more valuable ships carry a higher score)
- **Civilians protected/rescued**
- **Number of times docked and ejected**
- **Accuracy**

Additionally, you may earn rewards for completing certain Heroic Actions during a mission. After successfully completing a mission, you earn an upgrade

UPGRADING YOUR HADES



After successfully completing a mission, you earn an upgrade point which can be spent to improve your fighter's weaponry, defenses, or afterburners. Achieving a Heroic Action in a mission earns you an additional upgrade point.

REPLAYING MISSIONS

Once you have successfully completed a mission on the Campaign Mode, you may replay it in the Mission Select mode to further earn achievements, upgrade points, and complete heroic actions.

You will see your previous best score and rank on the mission select screen, as well as that mission's Heroic Action and whether or not you have achieved it yet.



LEADERBOARDS & ACHIEVEMENTS

From the main menu, you may view and compare the top scores of other UCS pilots by selecting "Leaderboards". Strive to be the best!

During missions and debriefings, you may earn special Achievements for accomplishing specific goals. To view achievements, press **SHIFT+TAB** to open the Steam game overlay, and select "View All Achievements". You can also view and manage screenshots and friends in the overlay.

GRAPHIC AND SOUND OPTIONS

You may adjust your graphics and sound options from this menu, either by clicking the "OPTIONS" button on the Main Menu, or by pausing the game (by hitting **ESCAPE**).



If you are experiencing slow framerate, try running the game at a lower resolution or lowering the detail sliders.

TECHNICAL SUPPORT

If you are having problems with the autostart function, use the Setup.exe file to start the installation process manually. If you are having problems with the 3D-engine, please check whether there is a driver update available for your graphic card, and whether the graphic card is fundamentally capable of running the game. On slower or older systems, switching off fading (Options - Display) can lead to significant performance improvement. We strongly advise that you visit our website at www.iceberg-interactive.com and browse the game Forum specific to the game with which you are experiencing technical issues. In most cases, known issues, patches, or updates are listed on our Forums.

If the solution to the problem is not listed on the forum at our website, please email us at: support@iceberg-interactive.com.

When contacting us, please be sure to include:

- A brief description of the problem
- The hardware configuration of your computer
- Information on the circumstances under which the error occurred

EPILEPSY WARNING

Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

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*And all the family members,
friends, gamers, developers
fans and press folks who high-
fived us, cheered us on, offered
encouragement and feedback,
playtested, listened to us whine,
and generally pushed us to
make the best game we could.*

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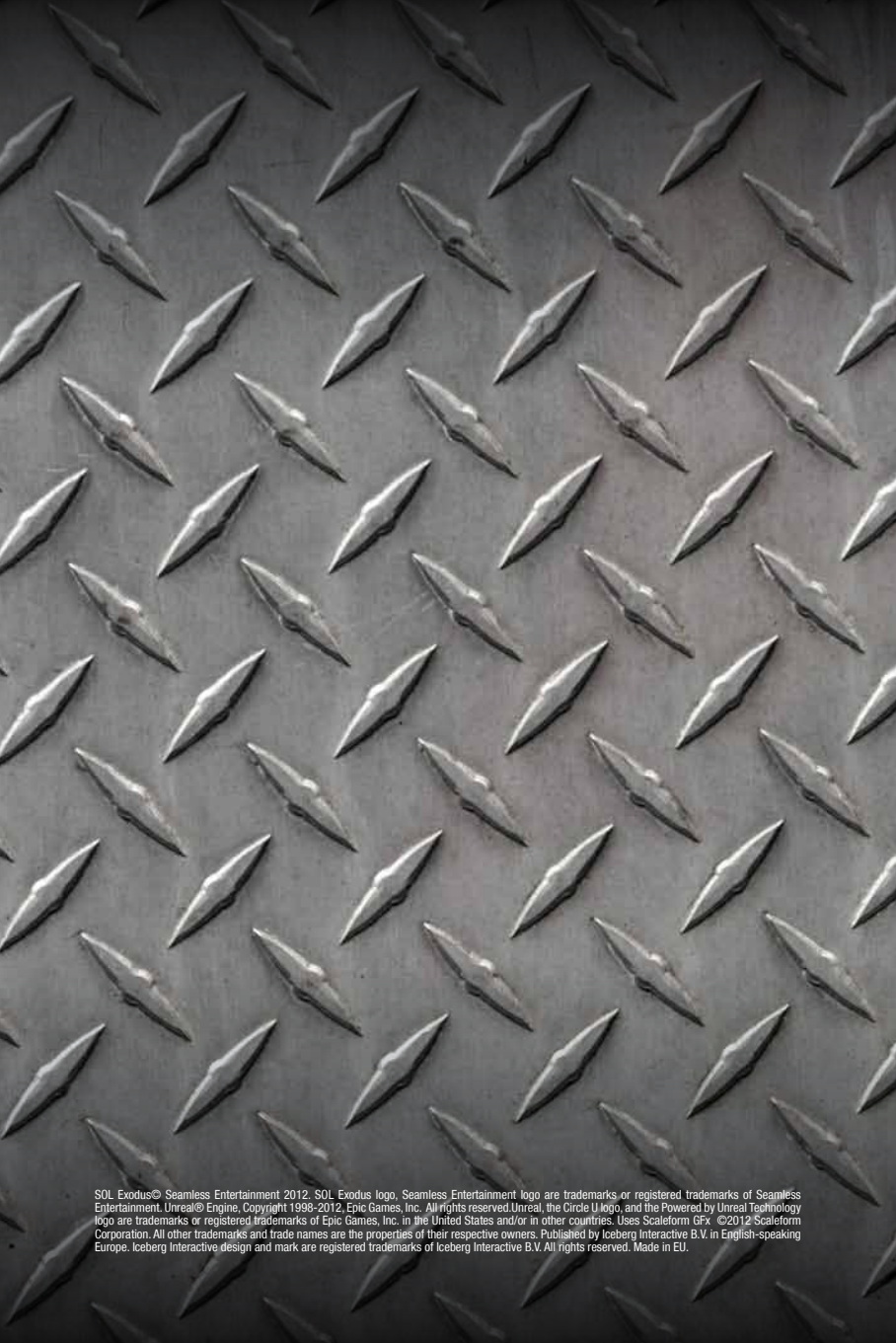
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